

# **ACT-Stitch: Complex Predictions from Simple Descriptions**

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# ACT-Stitch

- **Goal:** To easily model the interleaving behavior of experts
- **Problem:** Current modeling frameworks with linear control structures make it hard to model interleaving behavior
- **Solution:** A new framework that compiles a simple description of CPM-GOMS actions into complex interleaving behavior in the ACT-R modeling architecture

# Interleaving

- Interleaving is starting a part of a second task before finishing a first task
- It is found in
  - Dual-task experiments
  - Anticipatory eye movements of drivers
  - Parallel mousing, looking, and speaking of air traffic controllers

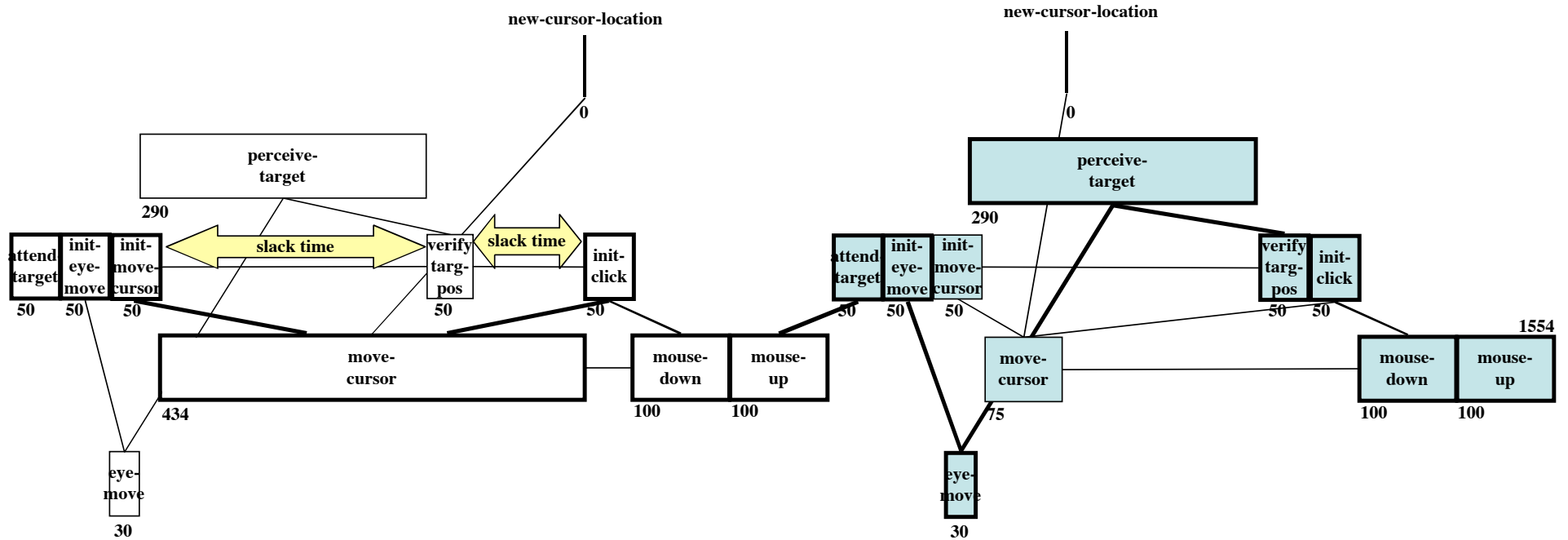
# Why CPM-GOMS?

- It is one of the few real-life success stories of human performance modeling
  - Using CPM-GOMS, Project Ernestine made predictions that saved NYNEX millions of dollars
- CPM-GOMS templates already exist that can make zero-parameter predictions of skilled behavior
- The interleaving theory of CPM-GOMS has recently been codified (John, Vera, Matessa, Freed & Remington, 2002), allowing computational modeling in ACT-Stitch

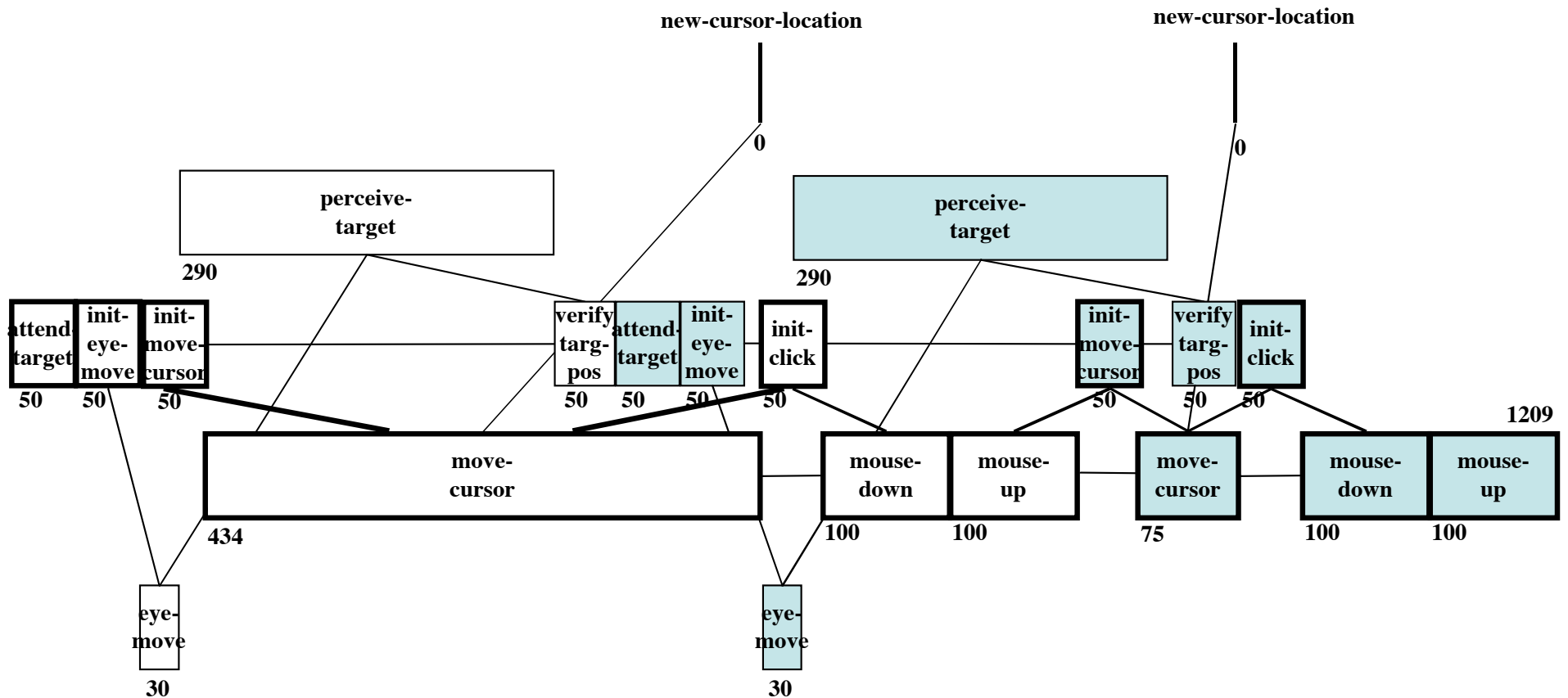
# Why ACT-R?

- It is one of the most popular computational modeling architectures, allowing wide adaptation of ACT-Stitch
- While CPM-GOMS is a useful engineering approximation, ACT-R is a psychologically plausible theory of information flow and learning in human performance
- ACT-R has recently demonstrated learning of tasks from instruction taking all the way to skilled performance
  - A future goal is to incorporate the skilled performance of ACT-Stitch into a full learning model

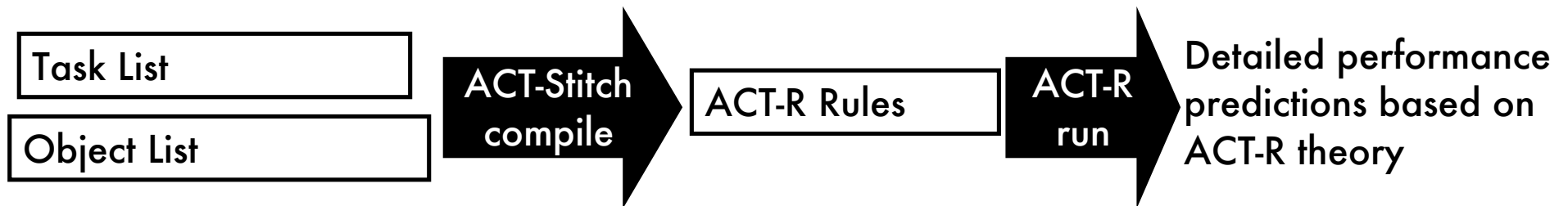
# CPM-GOMS Templates



# CPM-GOMS Interleaving



# ACT-Stitch overview





# ACT-Stitch overview

## Task List

(fast-move-click targ1)  
(press-key ews)  
(press-key query)  
(look-at alt)  
(look-at speed)  
...

## Object List

(targ1 730 272 16 12)  
(alt 66 86 40 14)  
(speed 88 100 38 14)  
(ews 4 626 230 20)  
(targ2 402 442 16 12)  
...

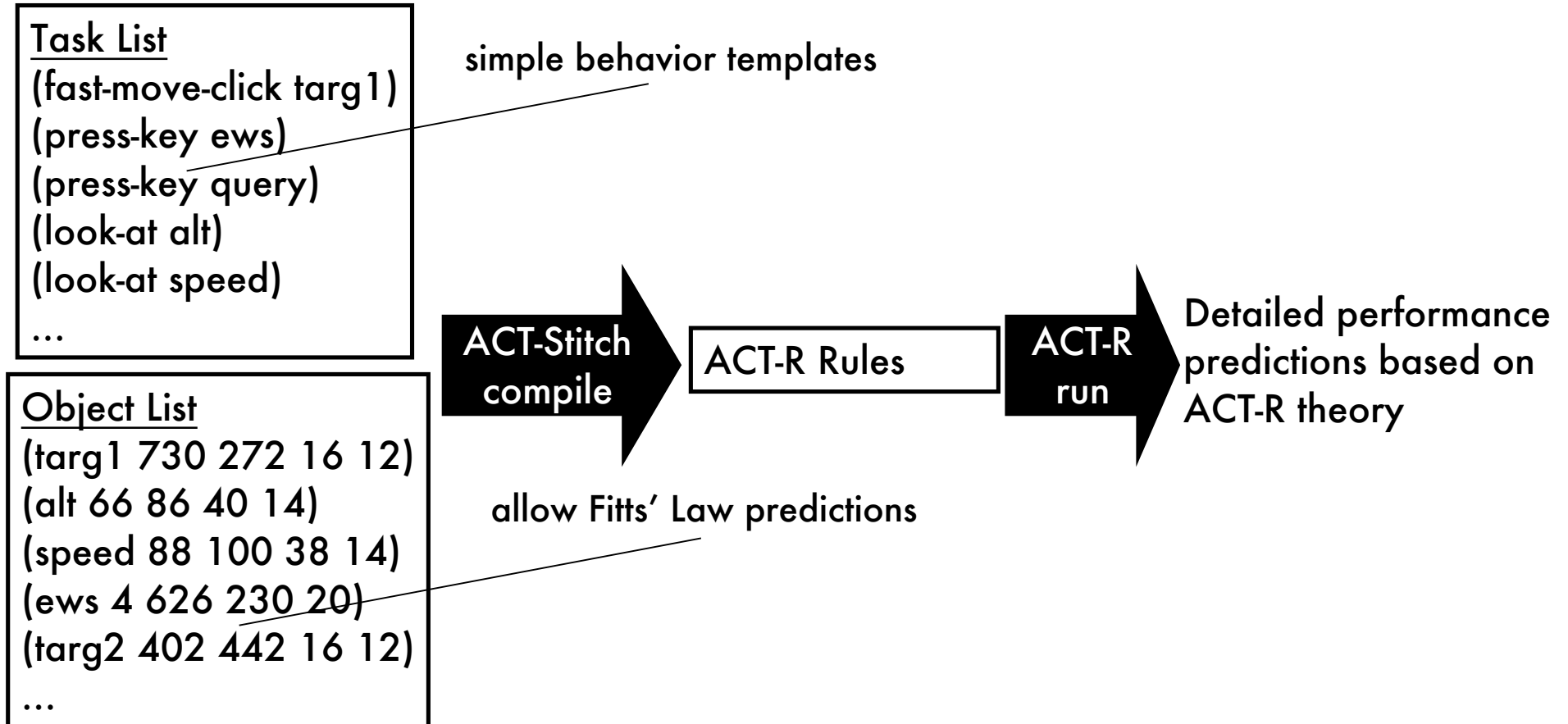
ACT-Stitch  
compile

ACT-R Rules

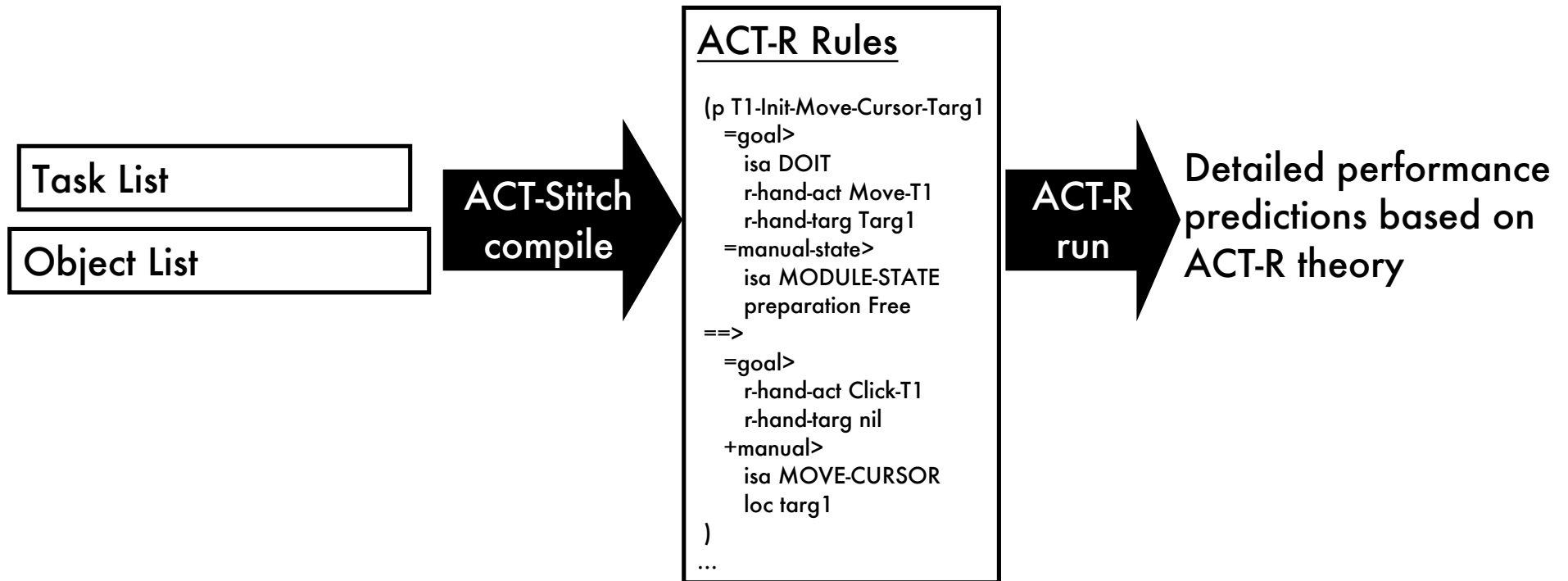
ACT-R  
run

Detailed performance  
predictions based on  
ACT-R theory

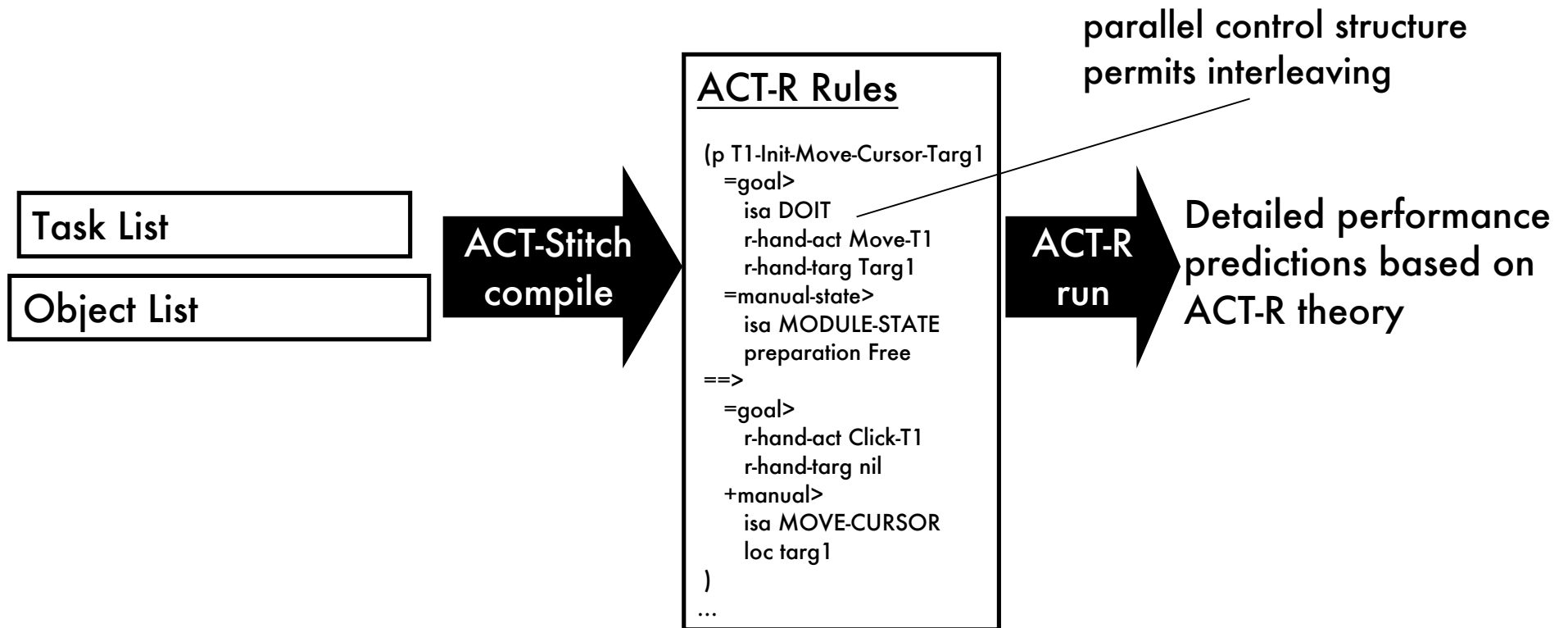
# ACT-Stitch overview



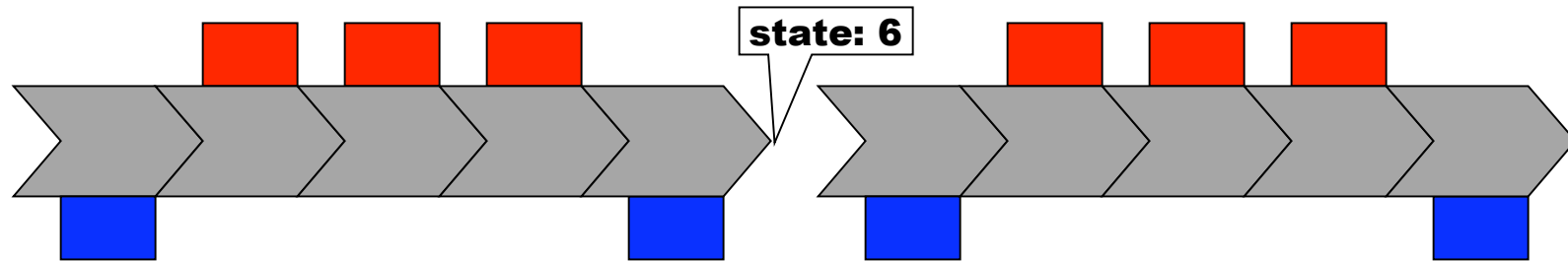
# ACT-Stitch overview



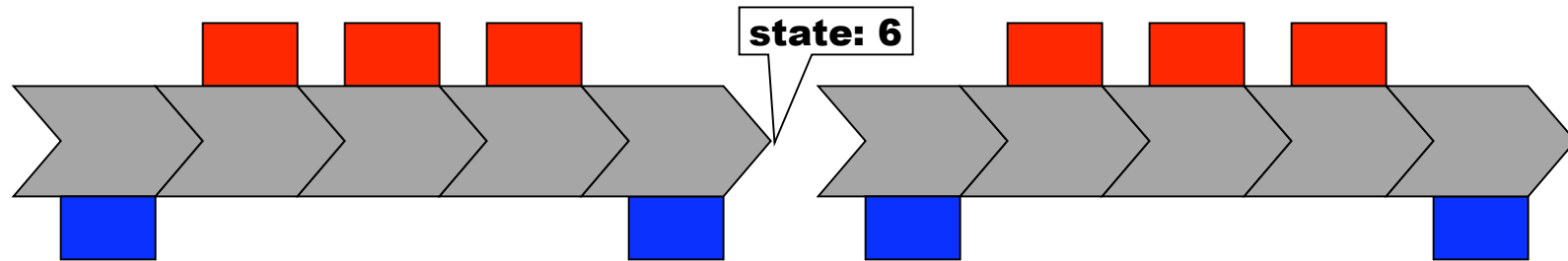
# ACT-Stitch overview



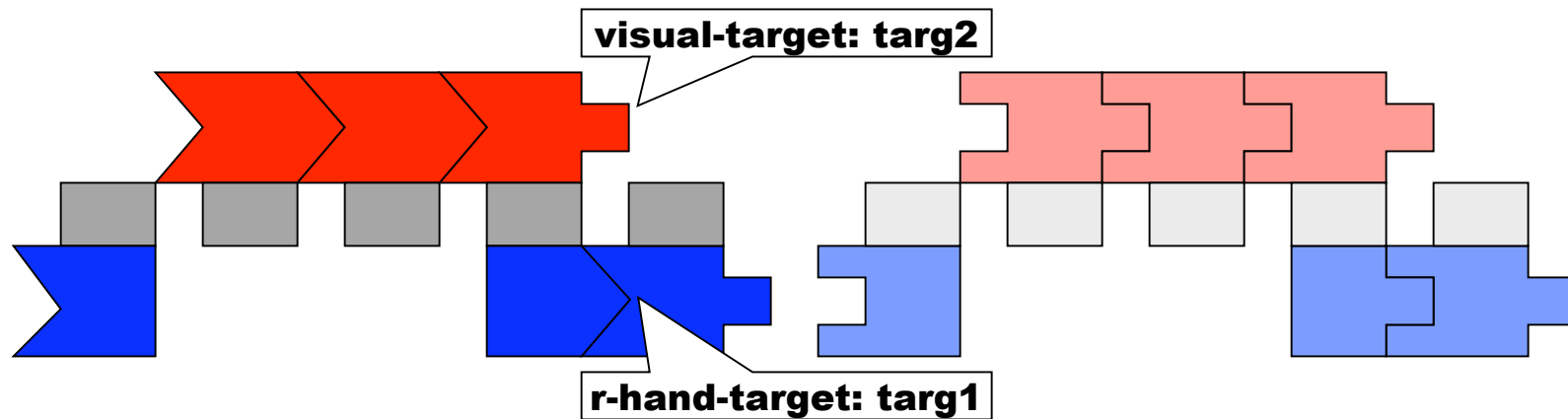
## Current sequential ACT-R control structure:



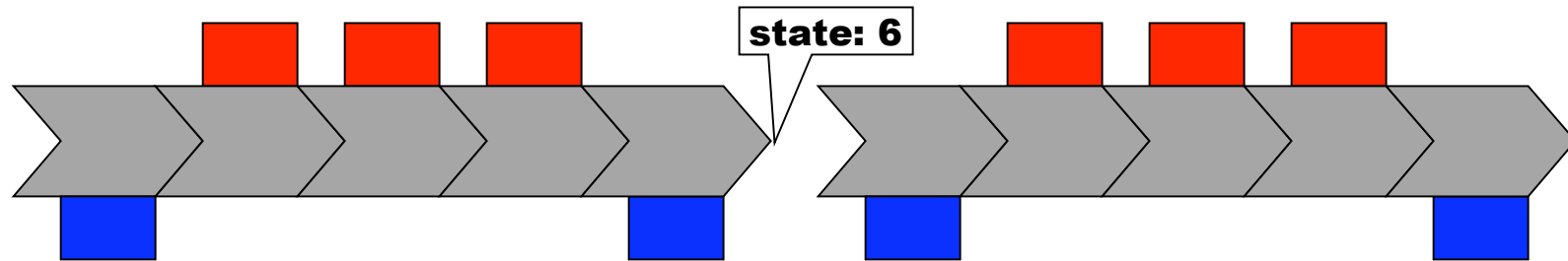
## Current sequential ACT-R control structure:



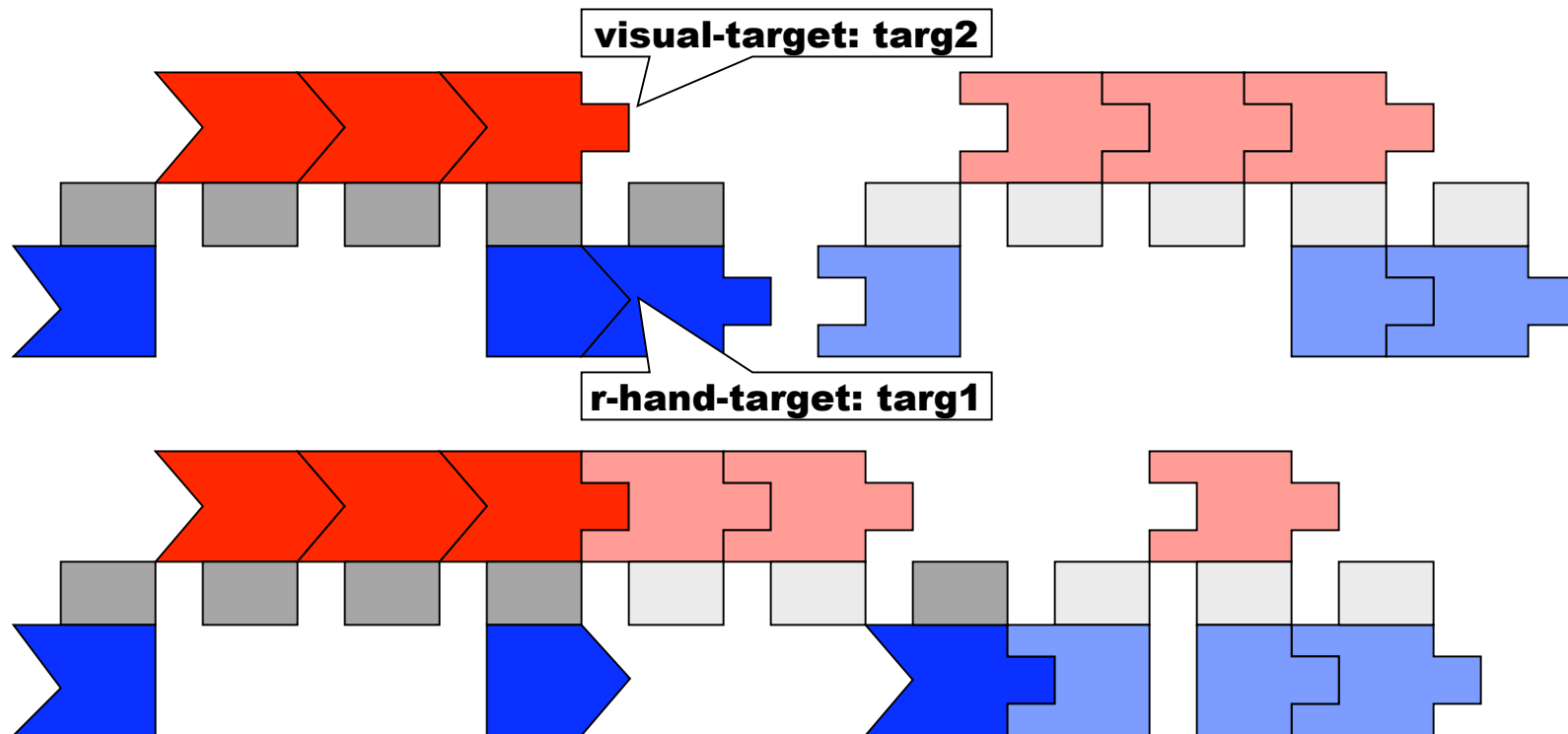
## Parallel ACT-Stitch control structure:



## Current sequential ACT-R control structure:



## Parallel ACT-Stitch control structure:



# Control Structures

## Incorrect

state: T1

won't allow  
interleaving

vision-target: targ2  
r-hand-target: targ1

positional confusion  
with double targets



# Control Structures

## Incorrect

state: T1

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vision-target: targ2  
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positional confusion  
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vision-action: T2  
r-hand-action: T1

single action only  
per template

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vision-action: T2  
r-hand-action: T1

single action only  
per template

vision-action: attend-T2  
r-hand-action: click-T1

single target only  
per template

# Control Structures

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state: T1

won't allow  
interleaving

vision-target: targ2  
r-hand-target: targ1

positional confusion  
with double targets

vision-action: T2  
r-hand-action: T1

single action only  
per template

vision-action: attend-T2  
r-hand-action: click-T1

single target only  
per template

## Correct

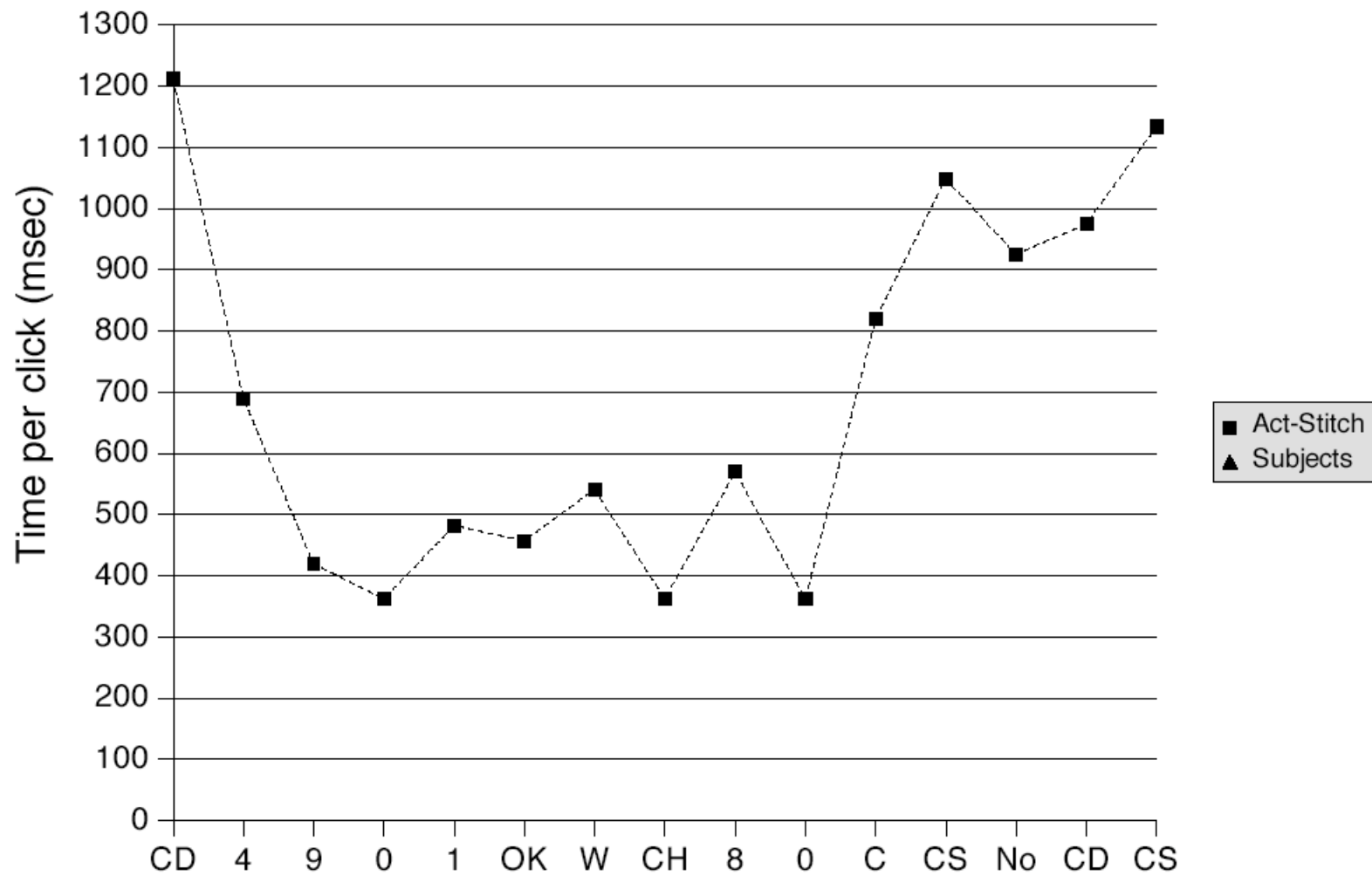
vision-action: attend-T2  
vision-target: targ2  
r-hand-action: click-T1  
r-hand-target: targ1

interleaving with  
correct sequencing  
and multiple actions  
and targets

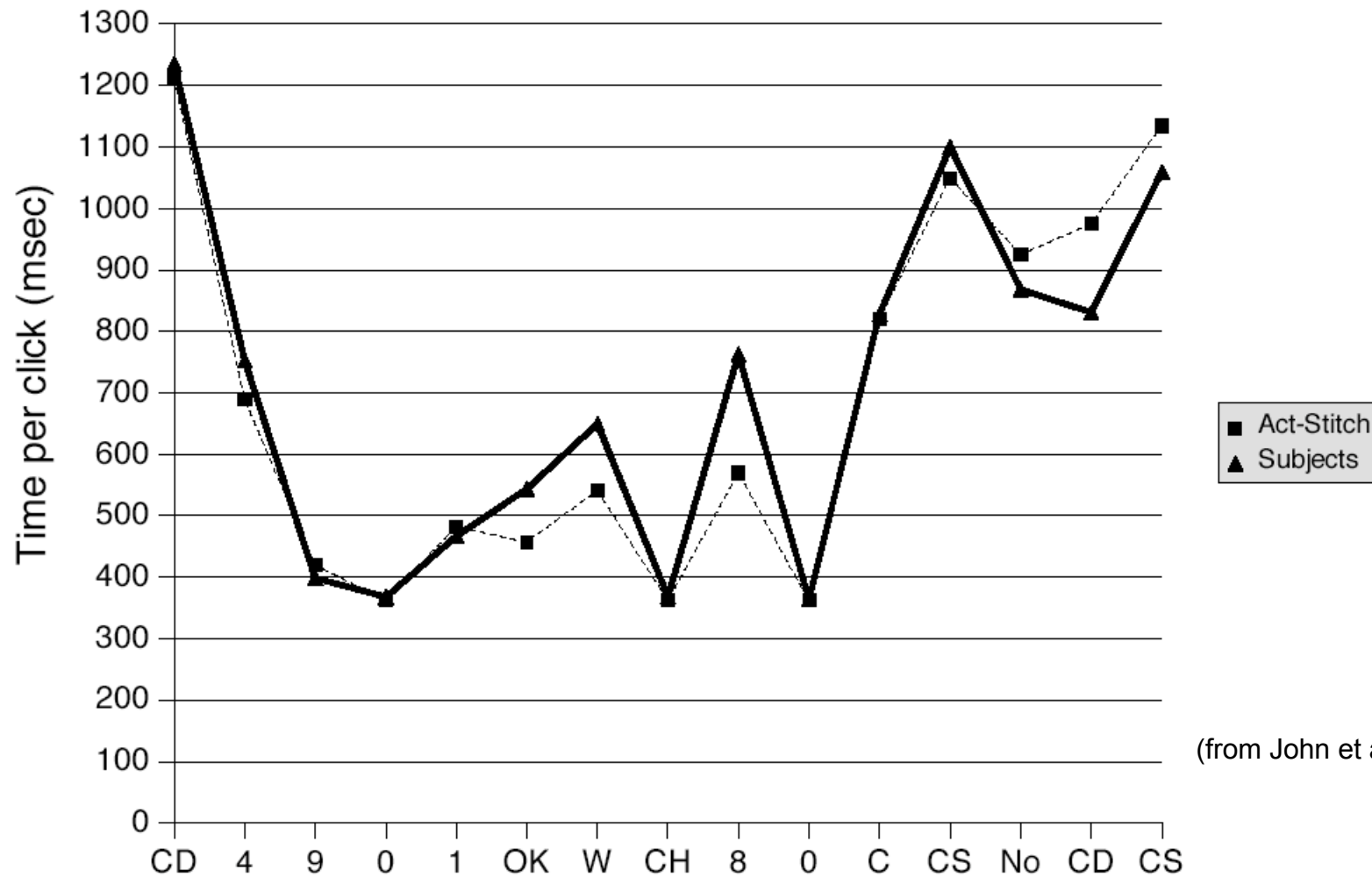
# Task 1 - Mouse Clicking



# Task 1 Results



# Task 1 Results



(from John et al., 2002)

# **Task 1 Conclusions**

- The quick mouse clicks predicted by ACT-Stitch are empirically validated
- The speed of well-practiced behavior is due to interleaving eye movements

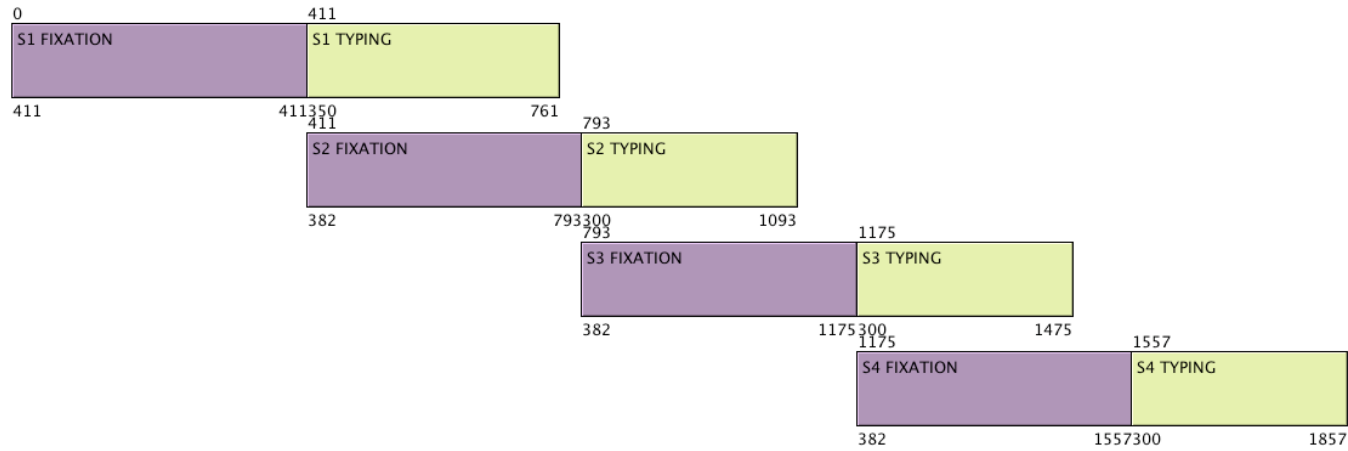
# Task 2 - Eye Movements

**Z D T Z T**



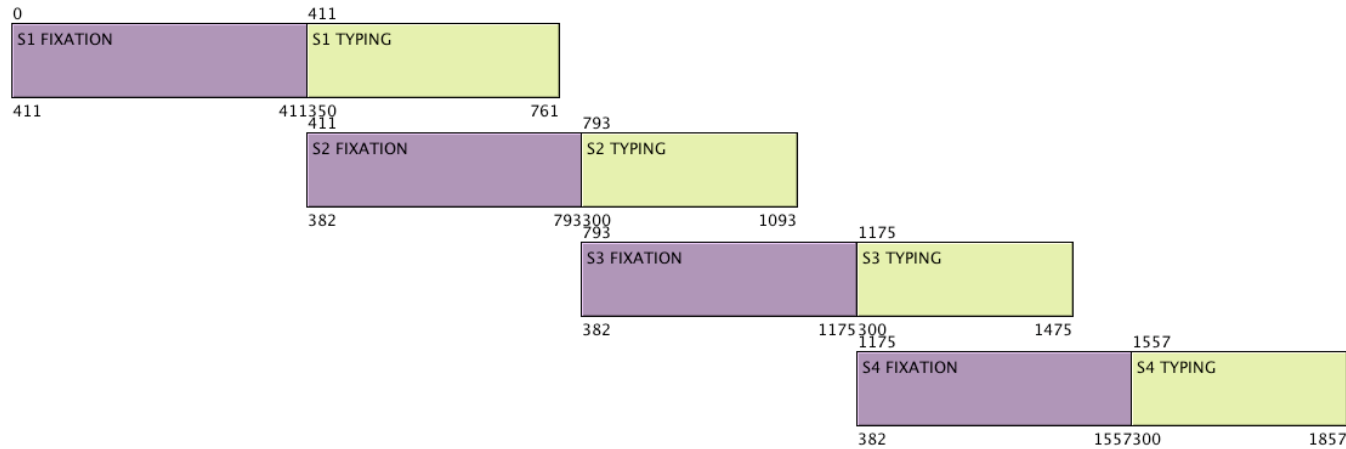
# Task 2 Results

ACT-Stitch prediction:

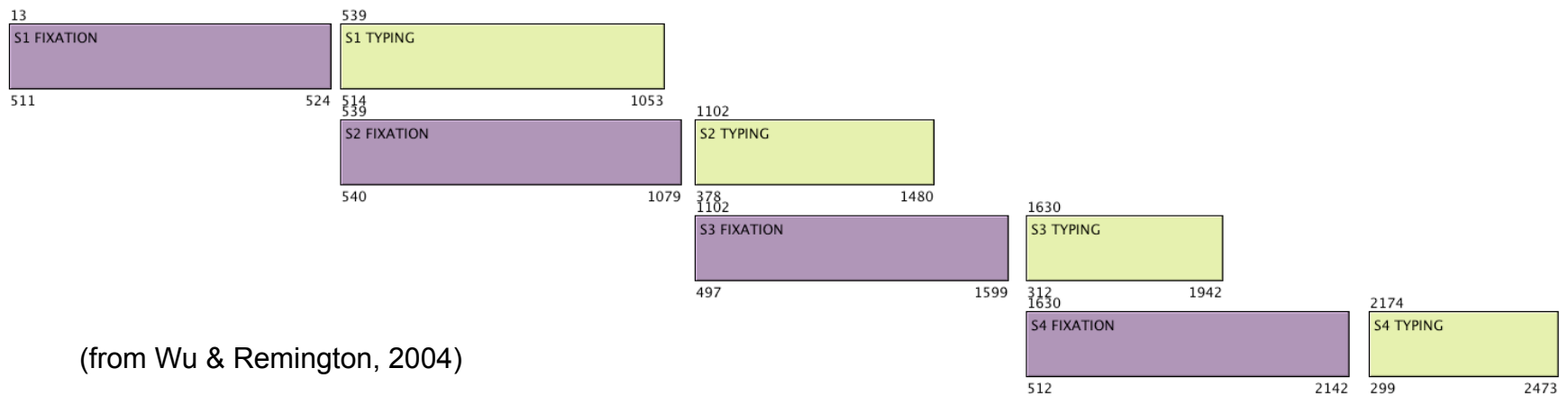


# Task 2 Results

ACT-Stitch prediction:



Subject data:



(from Wu & Remington, 2004)

# **Task 2 Conclusions**

- The interleaving eye movement predicted by ACT-Stitch is empirically validated

# **General Conclusions**

- ACT-Stitch is an easy way to make zero-parameter predictions of complex behavior
- The parallel control structure of ACT-Stitch allows the prediction of interleaving eye movements
- Interleaving eye movements can explain the speed of well-practiced behavior

# **Future Directions**

- New templates that wait for external events will allow the modeling of more interactive behavior
- Combining ACT-Stitch's parallel control structure with ACT-R's learning theory will allow prediction from novice instruction reading to expert interleaving

# References

John, B. E., Vera, A. H., Matessa, M., Freed, M., & Remington, R. (2002) Automating CPM-GOMS. In Proceedings of CHI'02: Conference on Human Factors in Computing Systems. ACM, New York.

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Salvucci, D. D., & Lee., F. J. (2003). Simple cognitive modeling in a complex cognitive architecture. Human Factors in Computing Systems: CHI 2003 Conference Proceedings. New York: ACM Press.